Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 1996 **CLAIMS AS FILED - PART I** OTHER THAN (Column 1) (Column 2) **SMALL ENTITY** OR **SMALL ENTITY FOR** NUMBER FILED NUMBER EXTRA RATE FEE RATE FEE **BASIC FEE** 385.00 770.00 OR **TOTAL CLAIMS** minus 20 = x\$11=x\$22=OR INDEPENDENT CLAIMS minus 3 = x40 =x80 =OR MULTIPLE DEPENDENT CLAIM PRESENT +130= +260= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL **TOTAL** OR **CLAIMS AS AMENDED - PART II OTHER THAN** (Column 1) OR **SMALL ENTITY** (Column 3) (Column 2) **SMALL ENTITY CLAIMS HIGHEST** REMAINING **PRESENT** ADDI-ADDI-⋖ **NUMBER AFTER EXTRA** RATE TIONAL RATE TIONAL **PREVIOUSLY AMENDMENT** AMENDMENT FEE FEE PAID FOR Total Minus x\$11=x\$22=OR *** Independent Minus x40 =x80 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +130= OR +260= TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) **CLAIMS** HIGHEST ADDI-ADDI-REMAINING $\mathbf{\omega}$ PRESENT NUMBER **AFTER** RATE **TIONAL** RATE **TIONAL PREVIOUSLY EXTRA** ENT FEE FEE AMENDMENT PAID FOR AMENDM Total Minus x\$22=x\$11=OR Independent Minus x40 =OR x80 =FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR +130= +260= TOTAL TOTAL OR ADDIT, FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) **CLAIMS** HIGHEST ADDI-ADDI-REMAINING **PRESENT** NUMBER TIONAL RATE RATE TIONAL **AFTER PREVIOUSLY EXTRA** ENDMENT FEE FEE **AMENDMENT** PAID FOR Total Minus x\$11=OR x\$22==

FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM

Minus

Independent

OR

OR

OR

x80 =

+260=

ADDIT. FEE

TOTAL

x40 =

+130=

ADDIT. FEE

TOTAL

^{**} If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

*** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

**** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1